CITY TROUBLE
Friday is
NUGGET DAY!
DEN KAT GAMES
MEGA CAT STUDIOS

SAFETY PRECAUTIONS

1. Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.

2. Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.

3. Never attempt to disassemble your GAME PAK.

4. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.

5. For best results, play the game a distance away from your television set.

6. Pause for 10–20 minutes after 2 hours or more of continuous game playing.

GEARING UP

1. Make sure the power switch is OFF.
2. Insert the cartridge into your NINTENDO ENTERTAINMENT SYSTEM console.
3. Turn your power switch ON.
4. Get comfortable in front of your television screen and get ready.
5. Push the START BUTTON on Player 1's controller.

The NES lockout chip used in this game cartridge is multi-region. If the game does not work immediately after powering on your console, hit reset two times in a row.
Each time you reset twice, it will switch the region. Once the desired region is detected, the game will start.
Hitting reset once does not change the region, it only resets the game for another play.

CITY TROUBLE

DEN KAT
GAMES

MEGA CAT
STUDIOS

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Mega Cat Studios
megacatstudios.com

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STORY

For the past few months, a new criminal group has been plaguing the city: The Jackal Gang.

They rob banks, steal from citizens, vandalize buildings and cause general mayhem.

The police force is powerless to do anything against it. The Jackal Gang appears, does what they want and disappears.

The gang's leader is a man named Jones: An intelligent tactician and engineer.

Due to his involvement in serious crimes long before he founded the Jackal Gang, he developed quite a reputation with the local authorities. Any attempts to catch him have proven futile. Whenever cornered, he manages to escape due to his agility, ruthlessness and technical gadgets. He supplies these same gadgets to members of his gang.

It seems the Jackal Gang will continue doing whatever they want. Although, there is hope.

Amy, a young woman with a strong sense of justice, has had enough of their ways. She has made a bold decision: She will openly confront the Jackal Gang and fight her way through its members until she reaches Jones.

Armed with her taser, she enters the rooftops where the criminals have been spotted.

The Jackal Gang is cautious with heavily armed policemen. But one woman with a taser is not considered much of a threat to them.

A huge fight ensues on the rooftops. Jones sends his various henchmen, his weapons and even a helicopter against Amy.

You play as Amy. Will you be able to defeat the Jackal Gang and bring peace back to the city?

HOW TO PLAY

Control Amy with the gamepad.

The screen scrolls automatically.
You cannot go beyond the right screen border, but if you go beyond the left border, you lose a life.
Continue moving forward.

If you fall into a gap, you will lose a life as well.

Opponents enter from the right side.
If they hit you, you lose energy.
Once your energy is depleted, you will lose a life.

After you have lost an energy point, you will become invincible and flicker for a short period.
During this time, it is best to find a safe location to regain a

strategic advantage.

You can stun opponents with your taser to gain points.
Beware, your taser cannot be used indefinitely, it needs to be reloaded. Carefully choose when you want to attack opponents or when it's best to evade them.

Once per level, Amy's best friend Rachel will give you an item to help you on your mission.

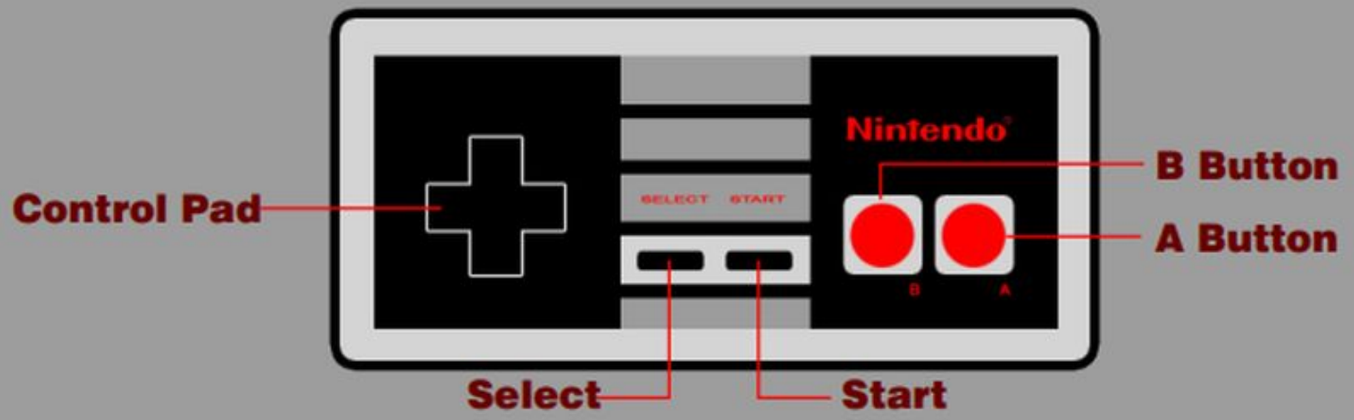
You will battle a boss at the end of each level. You have to attack the boss several times. If you defeat him, the level ends.

If you defeat the fourth level's boss, which is Jones himself, you win the game. Once you complete the game, it will start again with increased difficulty.

Play until you have lost all lives and try to score as many points as possible. The current highscore will be displayed on the title screen.

CONTROLS

Left / Right: Amy walks left / right.
Up / Down: Not used.
A Button: Amy jumps. She can move left and right during a jump. Use A to scroll through the dialogs before and after boss battles.
B Button: Amy attacks with her taser. This may also be done during jumping.
Caution: The taser requires power to be used. It will slowly refill while not in-use. If all the power has been drained, the taser will become momentarily unusable.
Start: Pauses and un-pauses the game.
Use Start at the title screen to start the game.
Use Start at every other text screen to continue.
Select: Not used.



THE STATUS BAR

If Amy loses all of her energy by taking damage from opponents or if she falls into a gap or moves beyond the left side of the screen, she will lose a life.
If all lives are lost, the game is over.

For every defeated opponent or collected item, you gain points. The last digit of the score increases whenever you finish a level. So, each score always shows you how far in the game you have progressed. This last digit is independent from the rest of the score, even if you exceed 10 levels. If the last digit is at 9 and you finish a level, it will change to A, then B, then C and so on.

Your life energy. You lose one point whenever you get hit by an opponent. If your energy is empty, you lose a life.

Your taser's power. It shows how often you can use the taser. If it is empty, the taser will not stun opponents anymore. The taser's power gradually refills until it is back at five points. Each attack with the taser consumes one point. A warning sound will notify you when the taser's power reaches one remaining point. When the taser has recharged and is back to one point, you will be notified with another sound.

CHARACTERS

Amy

The heroine of the story.

A determined young woman who is fed-up with the misdeeds of the Jackal Gang and who takes matters into her own hands.

Armed with an electric taser, she fights her way through the gang members with the ultimate goal to confront their leader, Jones.

Birthdate: May 16th, 1962 (Age: 24)
Height: 5'5" (1.65 m)

Goon (Points: 50)

The Goon is your typical strongman. He walks back and forth, nothing can stop him. Well, except for Amy's taser. And the end of a roof. And a flash. And the right side of the screen. But that's all. Oh yeah, and the left side of the screen, in a way.

The Goon, just like the next two opponent types, is not a single individual, but a whole group. There are countless Goons in the Jackal Gang.

Paradude (Points: 100)

He's a dude. With a parachute. A Paradude. That's it, that's his shtick.He prefers jumping attacks.

Beware when he reaches a gap and uses his parachute. He will become invincible and flash, all while teasing you. And no, we don't know how he suddenly becomes invincible either.

Suit Dude (Points: 200)

He's a dude. With a sui...Eh, you know the drill already.

This guy acts similar to the Paradude, but he's completely unattackable. His suit protects him from any harm. That's why, unlike the Paradude, he will happily jump into gaps, knowing that the fall won't hurt him.

There is one rare way to defeat him and score points. Will you find out how?

Scarlett (Points: 500)

Jones' second-in-command.

A pretty self-centered woman who's only interested in her own personal gain. Her membership in the Jackal Gang is not due to any kind of loyalty, but solely because it gets her money.

She uses rocket boots to fly.

Scarlett is the most persistent opponent. If you don't attack the other gang members, they will eventually pass you. But Scarlett will stay close to you until you attack her twice.

Watch out when her blinking energy shield is activated. She's unattackable during that time.

Choppy (Points: 50)

Got it? A little helicopter. → A little chopper. → A Choppy. Funny, right? And cute. We find it cute.

They fly in different patterns. If they don't blink, you can attack them.

Rachel

The nerdy girl from Hawaii. She's Amy's best friend and helps her by carrying items that can be collected.

Depending on your remaining energy, she will give you one of three items:

- Battery
- Light bulb
- Drink

Battery (Points: 100 x your current energy)

The battery enables you to use your taser as often as you want for a limited time. If you collect the battery, the taser energy in the status bar will be replaced with a timer set at 20 seconds. The timer starts as soon as you use the taser for the first time after collecting the item. Once the timer reaches 0, the taser returns to normal.

Light bulb (Points: 100 x your current energy)

Collecting the light bulb will add an exclamation mark next to your energy. If you get hit while you only have one energy point left, a flash will be activated that temporarily illuminates the sky. During this time, every opponent on the screen instantly becomes stunned.

Apart from stunning your opponents, the light bulb's effect doubles as an additional energy point, since it activates when you normally would have lost your life.

Drink (Points: 100 x your current energy)
The drink will refill all of your energy.

Jumbo (Points: 1000 x number of the level (1–3))

The Jumbos are a bunch of triplets that serve as Jones' personal bodyguards.

They appear at the end of each level to stop Amy. Since each Jumbo carries a flamethrower, you cannot attack them from the front.

And no, they are not the Jumbo Brothers. They are the Jumbos and they are brothers, but they are not the Jumbo Brothers. Jumbo is just their nickname.

Jones (Points: 5000)

The leader of the Jackal Gang. He's a technician who designs all kinds of gadgets. He's also a competent fighter and a talented tactician. His gang members genuinely respect him for his leadership, charisma and friendly behavior.

Although he is friendly to members of his gang, he is ruthless towards his enemies or anyone who opposes him. While the Jackal Gang may be a bunch of thieves and vandals who act out for profit or fun, Jones is of a different caliber. Even before founding his gang, he was known as a ruthless delinquent, guilty of major crimes. Amy knows this and now you do too, so be careful. Jones is the most dangerous opponent in the game with a variety of attacks. He uses a glove that produces an energy shield. While this is activated, you cannot attack him. Wait until he has to reload the glove. Jones can also use his glove to shoot at you or to remote-control various objects.

If you reach Jones, you're in for a tough battle.

Helicopter

Did you notice the helicopter on this manual's cover? Remember that the screen scrolls automatically? Yeah, that's the helicopter following you. If it reaches you, the henchmen inside will attack you and you will lose a life.

O.k., let's be honest:
We couldn't afford to rent a helicopter for our story, that's why it's always outside the screen. We only had money for renting the skids, and even those we could only keep for one day. So, we made an intro scene and called it a day. For the rest of the game, the "helicopter" remains offscreen.
Sorry about that. Budget restraints.

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Julia Pritzen for creative support during the final days of development.

ABOUT DEN KAT GAMES

Hello. We are Denny and Katrin, the primary creators of “City Trouble”.

In 1985, we founded our small company Den Kat Games with the goal to produce video games for home computers.
When visiting New York City in winter of the same year, we discovered a new console in one of the shopping malls: The Nintendo Entertainment System.
We were immediately thrilled because the games on this new console were better than anything we had ever seen on any home computer.
So, we decided to produce our first game for this console instead.

Denny did the programming and Katrin did the graphics. The music was done by hired composers.

We knew that a game the size of “Super Mario Bros.” would be a bit too much for our first project, but a game with the complexity of “Kung Fu” looked doable for us. (This game, along with Nintendo’s sports titles like “Tennis”, was also the inspiration for our sprite style.)

We decided for a female protagonist because male heroes were, let’s

say, a bit overrepresented in the existing NES games.

And so, one year later, in December 1986, we were finally able to present our first game to the world.

Well, that's how it might have played out if this game had actually appeared in 1986 (and if we had been born 30 years earlier).
In reality, we know each other from work where we both are professional software developers.

The NES is Denny's favorite console and he started programming the game in June 2015.
Katrin joined some time later by drawing a sprite for the game. She did it just for fun, but Denny was so impressed with it that he actually wanted to use this sprite and asked Katrin to do all the graphics for the game.
From then on, it was a team project.

Publishing work was handed over to Mega Cat Studios and the game itself was finished in November 2016, with the whole package being ready for sale in early 2017.

We hope you enjoy playing the game as much as we enjoyed making it.

NOTES

NOTES

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Mega Cat Studios
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